

# FLORE VANACKERE

## 3D Artist

flore.vanackere@hotmail.com  
florevanackere.com  
+32 487 41 58 85

## SKILLS

Asset creation & level decoration

**ZBrush** | *environment | characters | normal baking | polypaint | fibermesh*

**3dsMax** | *Low & high poly modeling | UV unwrapping | PhysX*

**Unreal Engine 4** | *blueprints | decorating | asset importing | materials | animations | APEX | particles | C++*

**Unity** | *asset importing | scripting C# | animations*

**Substance Painter / Designer** | *PBR workflow*

3D Coat | Photoshop | Visual Studio | Perforce | SVN

## WORK EXPERIENCE

**NEOPICA** | DEC 2016 -

Lead Level Artist

*Unannounced race game (2017-)*

Environment Artist

*Hunting Simulator (2016-2017)*

**LARIAN STUDIOS** | FEB 2016 - JUN 2016

3D Artist internship

*Divinity Original Sin 2*

## EDUCATION

**Bachelor Digital Arts & Entertainment** | SEP 2013 - JUN 2016

Game Graphics Production | HOWEST Kortrijk | Passed with honor

Multimedia Operator | SEP 2011 - JUN 2013 | Passed with great honor

Computer Science | SEP 2009 - JUN 2011

Fine Art | SEP 2004 - JUN 2007

## LANGUAGES

**ENGLISH**

Professional working proficiency

**DUTCH**

Native proficiency

## INFO

Antwerp, Belgium

Belgian

24/02/1992

Male